

ABSTRACT OF THE DISCLOSURE

Wireless communication game system includes a plurality of mobile game apparatuses that are capable of making a wireless communication with each other, and function as a parent device or a child device. The parent device broadcasts a parent device packet in a first time slot, and receives a child device packet in a second time slot. The child device receives the parent device packet in the first time slot, and transmits the child device packet toward the parent device in the second time slot. In a U slot field of the parent device packet, the number of child devices CID, which is connected (or was connected), is included. In the child device, when detected that a communication is disconnected from the parent device, it is attempted to receive the parent device packet broadcast from the parent device. In addition, when the child number CID of a user's apparatus exists in a position of the user's apparatus of a U slot of the parent device packet, a restoring is successful.